

## OPEN ARCHITECTURE COMMUNICATIONS IN A GAMING NETWORK

### ABSTRACT OF THE DISCLOSURE

5           Open architecture communication systems and methods are provided that  
allow flexible data transmission between gaming machines and other devices and  
nodes within a gaming machine network. The gaming machine and other devices  
employ a communication interface that sends and receives data via a common  
communication protocol and via common communication hardware. The  
10 communication interface and common communication protocol allow data transfer  
between gaming machines and other network nodes such as gaming service servers,  
despite the presence of different proprietary gaming machine functions and  
proprietary communication protocols and despite the presence of various proprietary  
hardware and proprietary communication protocols relied on by the servers.

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